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1051-01-79-CR



# Army Combat Capabilities Analysis COMCAP 85

Final Report

Ву

J.B. Campbell L.J. Dondero R.E. Forrester

June 1979



**OPERATIONS ANALYSIS GROUP** 



**CORPORATION** 

A SUBSIDIARY OF FLOW GENERAL INC.
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	ABSTRACT (Continue on reverse side if necessary and identify by block number) This report is an analysis of the combat value of weapons projected for 1985. The method of analysis COMCAP II methodology of 1974 to update killer-vict new WEV values.	was the use of the GRC

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# CONTENTS

SECTION			PAGE
1	INTROD	UCTION	1-1
	1.1	Background for this Study	1-1
	1.2	Purpose of this Study	1-5
	1.3	Methodology from COMCAP II, III	1-5
	1.4	Format of this Report	1-6
2		IO, FORCE STRUCTURES, AND WEAPONS TERISTICS	2-1
	2.1	Purpose	2-1
	2.2	Scenario	2-1
	2.3	Force Composition and Organization	2-1
	2.4	Terrain and Line-of-Sight (LOS) Analysis	2-7
	2.5	1985 Weapons Characteristics	2-7
3	SEQUEN	CE OF SIMULATION TREATMENTS	3-1
4	CARMON	ETTE TREATMENT RESULTS AND WEV ESTIMATES	4-1

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#### 1 INTRODUCTION

#### 1.1 BACKGROUND FOR THIS STUDY

In 1974, in an OSD/Army-sponsored study, "NATO Combat Capabilities Analysis," General Research Corporation (GRC) developed an experimental set of close-combat weapons values derived from measurement of the contribution of each weapon to the outcome of a simulated maneuver unit engagement. These weapons effectiveness values (WEV) were calculated from the so-called "killer-victim" attrition results that are the principal data outputs of the GRC CARMONETTE simulation.

The sets of weapons values published in 1974, although limited in scope, attracted considerable attention as one interesting alternative means of "scoring" or "weighting" weapons systems in a combined arms context. Their particular appeal was that, unlike other extant systems, they reflected the nuances of the simulated dynamics of close combat (i.e., each sides' movements, search-and-acquisition, engagements and attrition were influenced in tempo and scope by the other side's actions and reactions). Also, they revealed (sometimes unanticipated) synergistic effects among the weapons of one side as numbers of weapons and tactical dispositons were varied.

Given these attributes, the WEVs of 1974 have been explicitly employed in ongoing force structure analysis by at least one major Army studies and analysis agency: USA DARCOM Battlefield Systems Integration Division (BSID).

G. W. Bolling, et al., NATO Combat Capabilities Analysis II (COMCAP II) (U), General Research Corporation OAD CR-8, August 1974 (SECRET).

<sup>2</sup>CARMONETTE, 1974, General Research Corporation, AD A007843, 007844, 007845, 5 August 1974 (UNCLASSIFIED). (This version of CARMONETTE, unofficially known as "CARMONETTE 7," was prepared by GRC as instructional documentation in the adoption of the model by the USA Concepts and Analysis Agency.)

In early 1977, the Director of BSID gave his staff the task of finding an analytic measure of the worth of one weapons system relative to another. The purpose of this task was to assess the merit of various alternative real or conceptual materiel developments. Since the Battlefield Systems Integration Directorate of DARCOM is an extremely small group with limited resources, the decision was made by the director that BSI would not attempt to create or use large combat models to study weapon systems performance. Rather, to the extent possible, it would use completed off-the-shelf studies such as COEA's to understand the worth of various developmental opportunities. To this end, the director wanted to be able to view weapon system performance over wide ranges of conditions as reflected by different models, run for different purposes (e.g., the tank in the AAH COEA versus the tank in the XM1 COEA), all with the same measure of worth. Furthermore, the analytic tool chosen had to be capable of quick response.

The methodology finally selected was based on the well-known eigenvalue technique of Dare and James (July 1971), Thrall (1972), and Holter (1973). The Holter interpretation of the eigenvalue technique in the GRC COMCAP II and III studies of 1974 and 1975 was considered by BSI to be the most ambitious and carefully executed example of this analytic tool. Therefore, it constituted the basic building block for subsequent work by BSI.

BSI constructed programs for a within-the-directorate mini-computer that took as input the killer-victim scoreboards of completed, off-the-shelf Army combat modeling efforts and, in a matter of minutes, produced weapon system values using the Holter/GRC approach. This methodology was refined by the director of BSI with suggestions from the MITRE and Vector Research Corporations. The final product of these efforts yielded the Central Duel charts of Fig. 1.1. These charts exhibit the so-called Spudich-values (after J. Spudich of Booz-Allen) rather than the usual eigenvalue derived weapons values. A Spudich value is simply the usual weapon's value times the number of such weapons in the Blue (or Red) force initially, divided by the force strength (the sum of all such

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BLUE '77 VS. RED '77

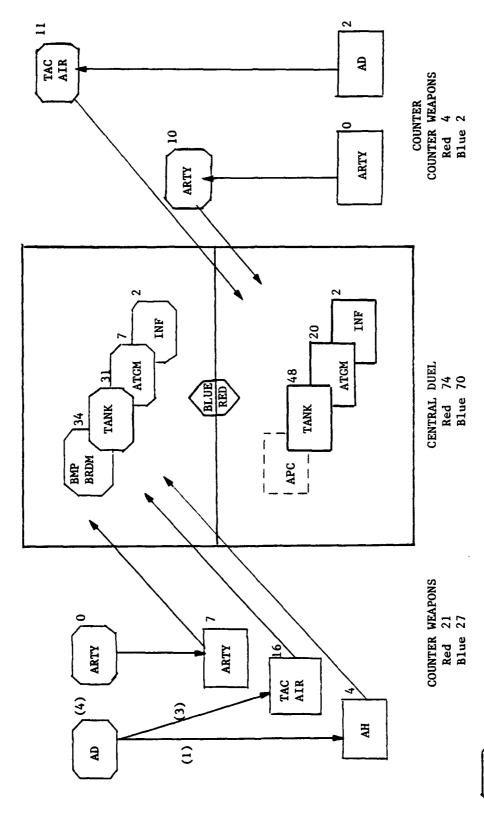


Figure 1.1. Central Dual Charts

Blue

products, over all weapons in the force). Thus, they represent the percent contribution of each weapon to its force strength. The principal indicator of combat model battle results is, however, the force effectiveness ratio (the quotient of Blue to Red force strengths). The combination of Central Duel charts and force effectiveness ratios gave the director of BSI the synthesis of combat modeling results he desired (over 50 separate off-the-shelf combat modeling results are in the BSI killer-victim library).

One further step remained. It was noted by BSI that if one started with a killer-victim scoreboard, for example, from the AAH COEA involving the AH-1S helicopter with Tow and used "informed" judgment to increase/decrease its attrition rates against various targets to reflect the added lethality/survivability of the AAH/Hellfire and then calculated weapons values, one obtained a close approximation to the weapons values obtained by direct calculation from the results given in the AAH-COEA. Several experiments of this type were carried out with the primary object being to estimate the force effectiveness ratio of a modeled battle where one or more weapons have been replaced, on a one-for-one basis, by "new" systems defined by using military/ technical judgment as to the percent increase/decrease in the new system's ability to kill or avoid being killed. Since dramatic increases in conventional weapons system capabilities seldom occur, these changes were generally small and the resulting values were thought to compare well with what would be obtained from explicit modeling efforts.

Notice then that the original scenarios of the input results could not be changed, the numbers/mixes of weapons were not changed and the input killer-victim scoreboards (equivalently, the "input" average attrition rates) were changed by small amounts. Central Duel charts were calculated corresponding to the "adjusted" input model results and these were compared to the original to obtain a rough (but quick) estimate of the worth of a real or conceptual weapons system development.

#### 1.2 PURPOSE OF THIS STUDY

After numerous excursions of the type described above, BSI produced what it considered to be an estimate of "COMCAP 1985." That is, the GRC COMCAP study as if it had been carried out with the same scenarios as the original, but with 1985 type weapons replacing the circa 1977 weapons systems. Since this was a rather large complex extrapolation for such a simple methodology, BSI felt that a "bench-mark" or calibration of the estimate to actual COMCAP CARMONETTE runs should be obtained. Further, in order to reduce the number of accidental sources of divergence, a sole source contract was obtained for GRC to use the same scenarios (including terrains, methods of calculation of LOS, etc.) in several CARMONETTE runs as they did in the original COMCAP studies; then calculate the weapons values and force ratios and provide these to BSID for comparison with their "quick and dirty" estimates. Additionally, these new GRC CARMONETTE runs will furnish BSI analysts with numerous killer-victim scoreboards, with well-defined scenarios, to serve as a basis for extrapolation to later time periods in the same way that COMCAP II and III served for current systems.

#### 1.3 METHODOLOGY FROM COMCAP II, III

#### 1.3.1 Battle Scenario

In the COMCAP II CARMONETTE runs, four tactical scenarios were used, each of which defined a different Blue posture/mission: long-range defense, short-range defense, delay, and attack. Other variables were the respective size and composition of Red and Blue forces. For this study, it was agreed that the new CARMONETTE runs would use the long-range defense scenario designated in COMCAP II as "2101" (the first two digits are indexes of the particular composition of Blue and Red forces, respectively (to be noted later), and the fourth digit describes the terrain and maneuver scheme (also developed fully below). Thus, all the new "battle" runs for this study consist simply of 1985 weapons characteristics inserted in the Base Case "2101" scenario. This scenario was judged to be most representative of the situation confronting NATO defensive elements in the early, critical stages of a WP attack and one

that would be most easily compared to the BSID extrapolation of the original COMCAP results.

#### 1.3.2 1985 Weapons Characteristics

The weapons descriptors and characteristics used for the projected 1985 weapons are spelled out in Section 2. These were compiled by GRC on the basis of cited authoritative documentation provided by BSID, as modified or expanded by BSID judgment.

#### 1.3.3 Method of Incorporating 1985 Weapons in New Runs

At the outset, BSID requested a few runs in which the entire complement of prescribed 1985 weapons on both sides would be inserted in the "2101" scenario. These runs (described in section 3 as "3301" A, B, C) incorporate effects that are not capable of being reflected by BSID methodology and so are necessary efforts in order to judge possible sources and possible magnitudes of divergence between BSI extrapolation and the results of detailed CARMONETTE modeling. Given this base, the successive runs then incorporated one major new 1985 weapon at a time, for each side, but in a cumulative fashion, in an attempt to measure the pure incremental value of these weapons operating in the original COMCAP tactical environment. These runs were 9 in number, although two were minor variants of others. The detailed structure and nomenclature is shown in section 3 and Fig. 3.1.

#### 1.4 FORMAT OF THIS REPORT

As should be clear from the previous discussion, the sponsor requirements in this study are simply the summarized and integrated set of weapons performance results in the respective treatments. They will be used (as noted earlier) to provide BSID with input data to calibrate their internal analysis results. The expositions of CARMONETTE and WEV methodology are contained in the COMCAP II report. This report contains, then, brief statements of force structures, scenario and weapons characteristics used in the simulation, and consecutive and cumulative results of the respective CARMONETTE and WEV treatments.

#### 2 SCENARIO, FORCE STRUCTURES, AND WEAPON CHARACTERISTICS

#### 2.1 PURPOSE

This section adumbrates the tactical environment, relative force postures and compositions, and weapons characteristics essential to the operation of the combined-arms simulation. As noted earlier, a single "typical" CARMONETTE terrain board is used for all the simulated battles. Similarly, all the simulation treatments incorporate identical postures for Red (frontal attack) and Blue (hasty defense) and identical organization for battle. The variables in the respective treatments are then simply the estimated enhanced weapons capabilities characteristic of the 1985 candidate weapons.

#### 2.2 SCENARIO

The tactical operation depicted in the simulation is a long-range (4000 meters) frontal attack by three reinforced Red mechanized companies, supported by air defense weapons, helicopters, and artillery, against a Blue reinforced company, with proportionate slices of support, in a hasty defense. The Red attack is launched on about a 2-kilometer front, along three roughly parallel axes, against a Blue hasty defense on high ground, permitting extended lines-of-sight to approaching forces. The general configuration of postures, maneuver, and terrain is shown in Figure 2.1.

#### 2.3 FORCE COMPOSITION AND ORGANIZATION

Figures 2.2 and 2.3 indicate the major unit and weapons structure of Red and Blue forces involved in the simulation scenario. It will be noted that these weapons listsemphasize tanks and other armored vehicles (AV) and weapons that can kill them, or that are counterweapons to tank/AV killers.

Tables 2.1 and 2.2 indicate the tactical organizations (and the associated unit numbers, as used in CARMONETTE inputs) of the maneuver

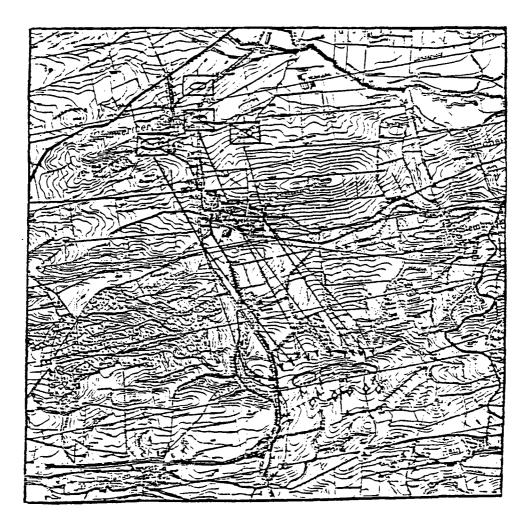


Figure 2.1. COMCAP '85 Tactical Scenario

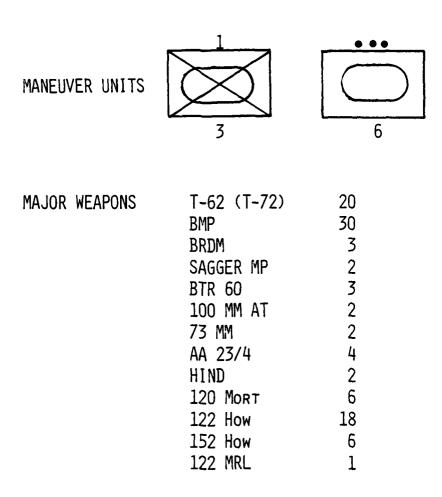
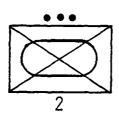
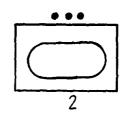


Figure 2.2 Attacking Red Force

MANEUVER UNITS





MAJOR	WEAPONS:	M60 A3 (XM-1)	10
		TOW	10
		DRAGON	6
		AH	2
		81 Mort	3
		4.2" Mort	4
		155 How	12
		8" How	Ц

Figure 2.3 Defending Blue Force

# TABLE 2.1

# COMCAP 85 RED FORCE ORGANIZATION MR BN, 2 TANK COS

# CARMONETTE UNIT NO.

1.	4 BMP w/SAGGER	28.	AT/BRDM w/SAGGER
2.	24 Man Rifle Plt & Co HQ	29.	AT/BRDM w/SAGGER
3.	3 BMP w/SAGGER		AT/BRDM w/SAGGER
4.	24 Man Rifle Plt	31.	
5.	3 BMP w/SAGGER	32.	
6.	24 Man Rifle Plt	33.	
7.	Tank Pl.t - 4 T-62	34.	
8.	BTR-60		
		35.	AA Plt - 2 23/4
9.	4 BMP w/SAGGER		AA Plt - 2 23/4
10.	24 Man Rifle Plt & Co HQ	37.	HIND
	3 BMP w/SAGGER		HIND
12.	24 Man Rifle Plt	39.	3 GRAIL
13.	3 BMP w/SAGGER	40.	4 GRAIL or SA 7
14.	24 Man Rifle Plt	41.	4 GRAIL or SA 7
15.	Tank Plt - 3 T-62		4 GRAIL
16.	BTR-60		
		43.	120-mm Mortar
17.	4 BMP w/SAGGER	44.	122-mm How Btry
18.	24 Man Rifle Plt & Co HQ	45.	122-mm How Btry
19.	3 BMP w/SAGGER	46.	122-mm How Btry
20.	24 Man Rifle Plt	47.	152-mm How Btry
21.	3 BMP w/SAGGER	48.	1 122-mm MRL or SA 9
22.	24 Man Rifle Plt		
23.	Tank Plt - 3 T-62		
24.	BTR-60		
25	Tools Pit / T 62		
	Tank Plt - 4 T-62		
	Tank Plt - 3 T-62		
27.	Tank Plt - 3 T-62		

Note: Although unit weapons change in successive treatments, unit numbers remain same throughout.

TABLE 2.2

### COMCAP 85 BLUE FORCE ORGANIZATION (BASE)

2 TK PLTS (A3), 2 INF PLTS - 4 TOW, 6 DRAGON, 12 LAW, 2 ATK HEL

# CARMONETTE UNIT NO.

1.	Squad APC \		24.	Squad APC \	
2.	Rifle Squad		25.	Rifle Squad	
3.	DRAGON		26.	DRAGON	)
4.	Squad APC	Mech	27.	Squad APC	Mech
5.	Rifle Squad	Rifle	28.	Rifle Squad	Rifle
6.	DRAGON	Plt	29.	DRAGON	Plt
7.	Squad APC	1	30.	Squad APC	
8.	Rifle Squad		31.	•	
9.	DRAGON /		32.	DRAGON	ſ
•	,			2-2-0-1.	
10.	M60A3 Tank \		33.	APC w/TOW (	TOW
11.			34.	APC w/TOW	Sec
12.		Tank	J-1.	2110 11, 1011 /	5-10
13.	(	Plt	35.	M60A3 Tank)	
14.	M60A3 Tank		36.	noons rank	
17.	HOORS LALLE )		37.	1 (	Tank
15.	APC w/TOW )	TOW	38.	1 (	Plt
16.	APC w/TOW	Sec	39.	M60A3 Tank	
10.	ALC W/IOW )	sec	33.	MIDI CAUDI	
17.	81-mm Mortar	P1+ (3) )			
	4.2-inch Mor				
19.					
20.	155-mm How B				
21.	8" How Btry	(4)			
22.	Atle Wall				
23.	Atk Hel Atk	k Hel Sec			
43.	ALK MEI /				

Note: Although unit weapons change in successive treatments, unit numbers remain same in all treatments.

and fire support units whose major weapons are listed in Figures 2.1 and 2.2. In the Red force structure, some organizational substitutions were necessary to incorporate 1985 weapons, since CARMONETTE as currently configured can accommodate only 48 units on either side.

#### 2.4 TERRAIN AND LINE-OF-SIGHT (LOS) ANALYSIS

One of the more important features of CARMONETTE is the dynamic line-of-sight determination among all enemy and friendly units as the moving maneuver unit proceed along their attack paths (or stop, at certain pre-ordered points). This determination is continuous for all units as moving units progress from one defined grid square to another. The general configuration of LOS for this scenario is shown in Figure 2.4. The circled x's in the lower right quadrant show the front-to-rear and left-to-right limits of the Blue defensive deployments. Each other x depicts a grid square (60 x 64) which can be seen from at least one defending position. The superimposed range arcs (1000 to 3000 m) indicate that, in this terrain, enemy armored vehicles can be more or less continuously engaged out at the maximum ranges of respective defending weapons.

#### 2.5 1985 WEAPONS CHARACTERISTICS

The CARMONETTE simulation requires a wide range of detailed weapons descriptors, not all of which were currently "documentable" for the 1985 weapon concepts of concern in this study. Accordingly, the study group first sought a judgmental consensus on these data from among BSID principals, and, failing that, made extrapolations based on its own experience in weapons technology. The results of this process, expressed in categories of CARMONETTE input, are indicated in Table 2.3.

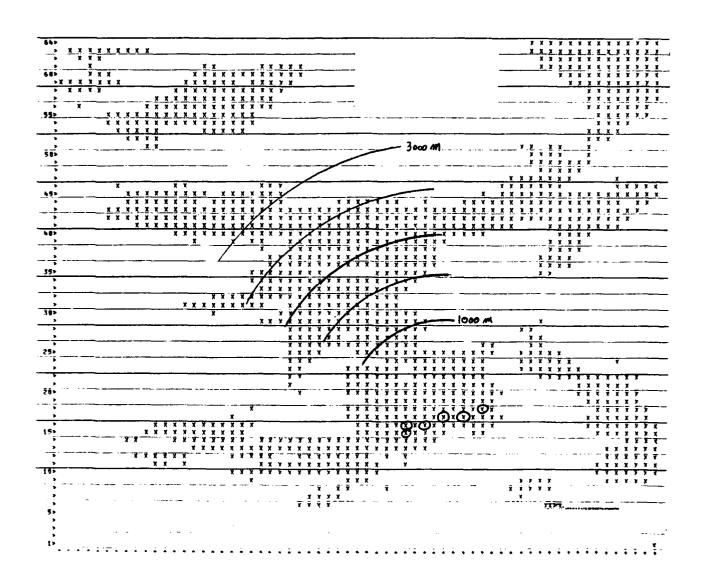


Figure 2.4 LOS Map 1 COMCAP 85

WEAPONS CHARACTERISTICS

TABLE 2.3

Weapon Type B - Imp. 81mm Hort	ore l
- XM1 120mm	

TABLE 2.3 (cont.) WEAPONS CHARACTERISTICS

Weapon			MENIONO CHARACTERIOTICS	,		
Туре	No.	1 - Characteristics	2 - Accuracy	Selection	4 - P <sub>K</sub> vs. Inf. & Veh.	5 - Priority List
R - T-72 (125)	7	Same as XHL	Slight degradation of accuracy at longer ranges based on what is known of fire control emphasis  Plust 2475 = .38 .26 Plust 2000 = .75 .38 Plust 2000 = .75 .53	Scaled by increased caliber of the round and degraded by increased armor on XHI.	Scaled by increase in explosive in larger round.	List 1 - 1 IIV 2 IFV 3 XHI 4 DRACON 5 DIVADS 6 RIFIE 8q List 2 - 1 IFV 2 ITV 3 XHI 4 DIVADS 5 DRACON 6 RIFIE 5q List 3 - 1 XH1 2 IFV 3 ITV 3 ITV 4 DIVADS 5 RIFIE 8q 6 DRACON
R - Imp. 23/4	21	Increased range to 3200 Reduced sim time from 8 to 6 sec Increased average velocity to keep rd stable to 3200 Reduced re-load time from .03 to .02 min resulting in increase in rate of fire from 400 to 600 rds/min	Arbitrary decrease in wiss distance of 10% resulting in following PH by one TP 3200m = .03 2000m = .07 1000m = .20 500m = .48 500m = .48 for 12 seconds of firing or 10 TPs this would be PH of 3200 = .26 2000 = .52 1000 = .89 500 = 1.00	Vulnerable area of AAH is less than one half the scout or Cobra vulnerable area therefore the prob. of kill given a hit for the AAH was reduced from .33 to .16.	Not used to shoot at ground targets.	n/c
B - DIVADS	28	Range from COEA Delay times similar to the 23 q Rate of fire is 18 rds burst followed by 16.2 sec delay is same as 4 rds (per TP) every .06 min; so reload time ~ .06 f TP = 4 Average vel. is esti- mated for expected engagement range of about 3000m.	Accuracies estimated from COEA requirements resulting in PH for I TP as follows 4000m = .20 3000m = .28 2000m = .38 1000m = .53 500m = .64 For 12 seconds of fires (or 3 TPs) PH becomes 4000m = .49 3000m = .63 2000m = .63 2000m = .85 500m = .95	The 35mm round compared w/23mm will have larger effects area	Not used to shoot at ground targets	o Shoots only at the attack helicopter o Any interactions with fixed wing high performance air will be done outside of CARMONETTE.

TABLE 2.3 (cont.)
WEAPONS CHARACTERISTICS

B - Cob	B - TOW	B - 25 W XP.1	
Cobra 104	TOW (PIP) on ITV and IFV	25mm on the IFV and an XHI	Weapon
36	35 43	32 5.	₹
Same as previous data except increase in max range and increase in velocity	Only change from pre- vious data is increase in max range to 3750 and modest increase in velocity.	Data for 20mm, 23mm in ground role & 30mm were plotted and scaled to get values shown.  Rate of fire assumed is 2 rds every 6 sec or 20 rds per minute (this emphasizes the AP in ground role.	l - Characteristics
Constant accuracy not degraded when helicop- ter or target moving.	Constant accuracy at all ranges PH = .92 when everything stationary.	Prob. of hits for ata- tionary gunner shooting at stationary target are 300020 250031 200050 150064 100075 50088	2 - Accuracy
Lowered Pg by 20% given a hit against the T-72 because of increased armor on T-72	Lowered Pg by 20% given a hit against the T-72 because of increased armor on T-72.	Pre assigned are best estimates by GRC.	3 - P <sub>K</sub> 6 Amaso Selection
Not used	Not used	Low Pgs of killing inf were estimated based on comparison with other values	4 - P <sub>K</sub> vs. Inf. 6 Veh.
List 1 - 1 23 Q 2 SA-9 3 BRDH 4 T-72 5 BMP 6 Fagot List 2 - 1 23 Q 2 SA-9 3 BRDH 4 T-72 5 BMP 6 100mm AT G List 3 - 1 T-72 2 BMP 1 SA-9 3 BRDH 4 SA-9 5 BRDH	n/c	Priority List 1 - 1 Fagot 2 100mm AT G 3 73mm RR 4 23 Q 5 SA-9 6 Hind List 2 - 1 23 Q 2 SA-9 3 Hind 4 Fagot 5 BRUM/Sagger 6 BMP List 7 - 1 BMP 2 Fagot 7 RIF1e Sq 5 100mm AT G	5 - Priority List

TABLE 2.3 (cont.)

			WEAPONS CHARACTERISTICS	ERISTICS		
Weapon			!			
Туре	No.	1 - Characteristic	2 - Accuracy	Selection	4 - PK vs Inf. & Veh.	5 - Priority List
R - Fagot	37	Data from ANSAA TR159 and SEPA. Aim time reduced to 7 sec, slight increase in speed, and large change in range enven- lup, 1.e. from 500- 3000 to 50 to 2000 meters.	Prob of hit is .9 throughout the flight envelope. Degradation for on the move implies with a moving force yet the veapon would be stopped briefly to fire.	Lowered P given a hit by 20% against the XIII because of increase increase increase thickness.	Not used	List 1 - 1 ITV 2 IFV 3 XM1 4 DRACON 5 DIVADS 6 - List 2 - 1 IFV 2 XM1 3 ITV
R -  Sagger	38 #	Data from ANSAA TR159 6 SEPA. Hin range reduced to 300 meters. Increased min. crew requirement to fire from 1 to 2. Aim time reduced from 10 to 7 sec and missile velocity reduced to 120 m/sec.			·	4 DEAGON 5 DIVADS 6 ~ 6 ~ 2 IPV 3 ITV 4 DRACON 5 DIVADS 6 ~
B - Imp. DRACON	40	All data as provided by HcDonaid-Douglas for the PIP DRAGON.	PH vary from .93 at minimum range to .75 at maximum range.	P <sub>K</sub> s same as provided by HcDonald-Douglas except reduced by 20% sgainst T-72.	Not used	n/c
B - VIPER	41	Range band reduced from previous characteristics for LAW (which exceeded the LAW capabilities). The round velocity was also reduced. Basic data points are from AMSAA TR159.	PH for stationary gun- ner and target are at each range 500 = .05 400 = .16 300 = .48 200 = .88 100 = .99	Arbitrary increase in effectiveness of 20% but assumed increased armor of T-72 offset this increase	Not used	n/c

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TABLE 2.3 (cont.)
WEAPONS CHARACTERISTICS

			White one of the state of the s	TWI OF FOR		
Type	No.	1 - Characteristics	2 - Accuracy	Selection	4 - P <sub>K</sub> vs Inf. & Veh.	5 - Priority List
B - AAH/HELLFIRE R - HIND/ 7	e &	Information from study done by GRC for BSI. Currently we have	Pij vs range for basic conditions are shown below. A slight degra-	Pks given a hit compare with existing data except the Pk   H of the	Not used	Same as for TOW Cobra wpn #36 for AAH
		to have the same capability.	dation for the target moving is imposed. 5000m = .64 4000m = .81 3000m = .90 2000m = .94 1000m = .99	T-62 of .82 who degraded to .66 for the T-72. This same value was used for the HIND vs the XM1.		HIND LIST 1 - 1 DIVADS LIST 1 - 1 DIVADS 3 IFV 4 XH1 5 DRACON 6 Stinger LIST 2 - 1 DIVADS 2 IFV 4 XH1 5 DRACON 6 Stinger LIST 3 - 1 XH1 5 DRACON 6 Stinger LIST 3 - 1 XH1 7 IFV 7 IFV 7 IFV 7 IFV 8 RIFLE Sq 5 DIVADS 6 Stinger
R - SA-9	53	Data from GRC Report CR-92, Jan 1975. Times are guesses. It is assumed a burst of 4 missiles, volley or ripple, are fired.	PH with one of the 4 missiles in flight is estimated to be 0.75 at all ranges within the system envelope.	The redundancy and lasted armor protection on the AAH (and assumed for the HIND) suggested a lower Pg given a hit against the	Not used	Red shoots at the Blue helicopters and Blue shoots at the Red helicopters on all priority lists.
R - SA-7	55	The improved SA-7 was assumed to have characteristics	Previous wiss distance data for SA-7 gave no capability against a	Cobra which was previously given as .95; therefore, .80 is entered for the		
B - Stinger	56	similar to the Stinger. Previous SA-7 velocity was excessive and adjusted down to 413 m/sec.	stationary target. These were adjusted to give PH at any range of 0.31 for both moving and stationary targets.	AAII.		

# 3 SEQUENCE OF SIMULATION TREATMENTS

As noted in the introduction, after a base case "2101" run, three original aggregated 3301 runs were made. These were followed by a series of seven "one-weapon-at-a-time" runs (nine counting major variants of two of the seven). Each of the 10 "3301" runs, as shown in Fig. 3.1, was accompanied by a WEV/UEV run to develop the individual weapon and unit values by the Holter method cited in the introduction.

In the case of a few 1985 weapons, they were introduced as Red and Blue opposed pairs; e.g., the insertion of the Red HIND called for use of Blue DIVADS.

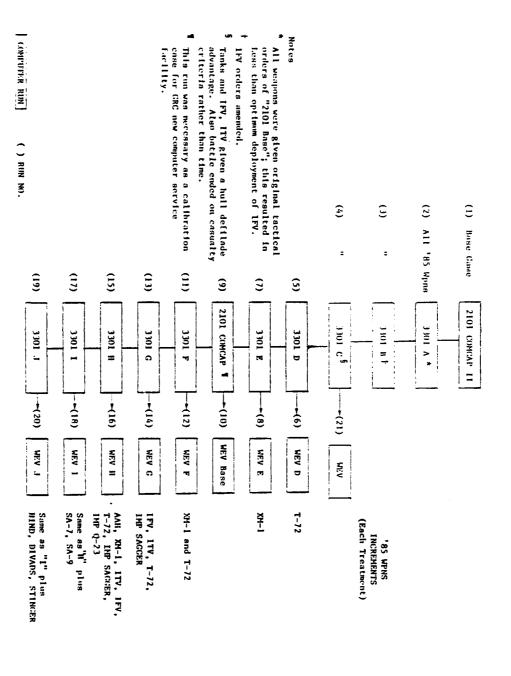


Figure 3.1 Sequence of Simulation Treatments

#### 4 CARMONETTE TREATMENT RESULTS AND WEV ESTIMATES

This section contains, for each of the specified close-combat treatments (A through J in Figure 3.1): the summary results of CARMONETTE runs (15 replications each); a table recasting the basic killer/casualty data in a form necessary to running the WEV model; and the WEV, UEV tables resulting, with a consolidated table of all WEV, UEV as a final exhibit.

For treatment A, no WEV/UEV calculations were made since it was considered as preliminary effort to B. Thus, all subsequent treatments of the amended option (D through J) should have been expected to be comparable to B and not to A. C was a special-case variant to B; it provided hull defilade for defending tanks and APC, and also used a casualty threshold for end-of-battle rather than a standard time period.

The full computer printouts, including preprocessors for each treatment and each WEV run, are available to the sponsor, should he desire them.

Shown in the first exhibit of each set are the killer/casualty data as generated by the several CARMONETTE runs. In these tables the killers are identified by individual weapon type (T62 main tank, T62 coax machine gun, TOW missile, etc.) and the victims are identified by weapon platform (T62 tank, infantry fighting vehicle, etc.). In order that this data be used as input to the WEV-UEV methodology, it is necessary to regroup the output from CARMONETTE into weapons platform killers versus weapons platform victims. Thus the weapon platform killer labeled Red tank includes the Red tank main gun and the tank machine guns. The results of this rearrangement are shown in the second exhibit in each set (except A). In these tables each row corresponds to a Blue weapons platform type and each column to a Red weapons platform type. The box in the ith row and jth column of the table contains two numbers corresponding to (1) the number of Red platforms of type j killed by Blue platforms of type i

(upper left corner of box) and (2) the number of Blue platforms of type i killed by Red platforms of type j (lower left corner of box).

The third exhibit in each set is the WEV/UEV model results printout. In each of the tables, the WEVs are normalized on the Blue tank,
and hence that tank has a value of 1.00. The number of weapon platforms
of each type given in a table is the average number of that type fighting
over the duration of the battle. The total value for each type of weapons
platforms is the product of the WEV value and the average number of weapons
platforms of that type. Also shown in each table is the average UEV
(labeled Total Force Value in the table) for Blue and Red, along with
the initial UEV (labeled Total Initial Force Value) for each force.
Finally, the initial force ratio is shown—a ratio of initial Blue strength
to initial Red strength. This ratio is independent of the weapon type on
which the WEVs are normalized.

# Simulation Results 2201 Base Case 3301 A, B, C

The following four sets of simulation results reflect the outcomes of the BSID original option of inserting all specified 1985 weapons at once in the COMCAP II Base Case Scenario. 3301A used the original tactical order set of 2201, which did not fully exploit the capabilities of the 1985 IFV. 3301B amended the IFV orders to bring them fully into play. 3301C was a tactical variant of B; it provided hull-defilade advantages for defending tanks and IFV/ITV, and it used a casualty threshold determinant of end of battle rather than a time limit.

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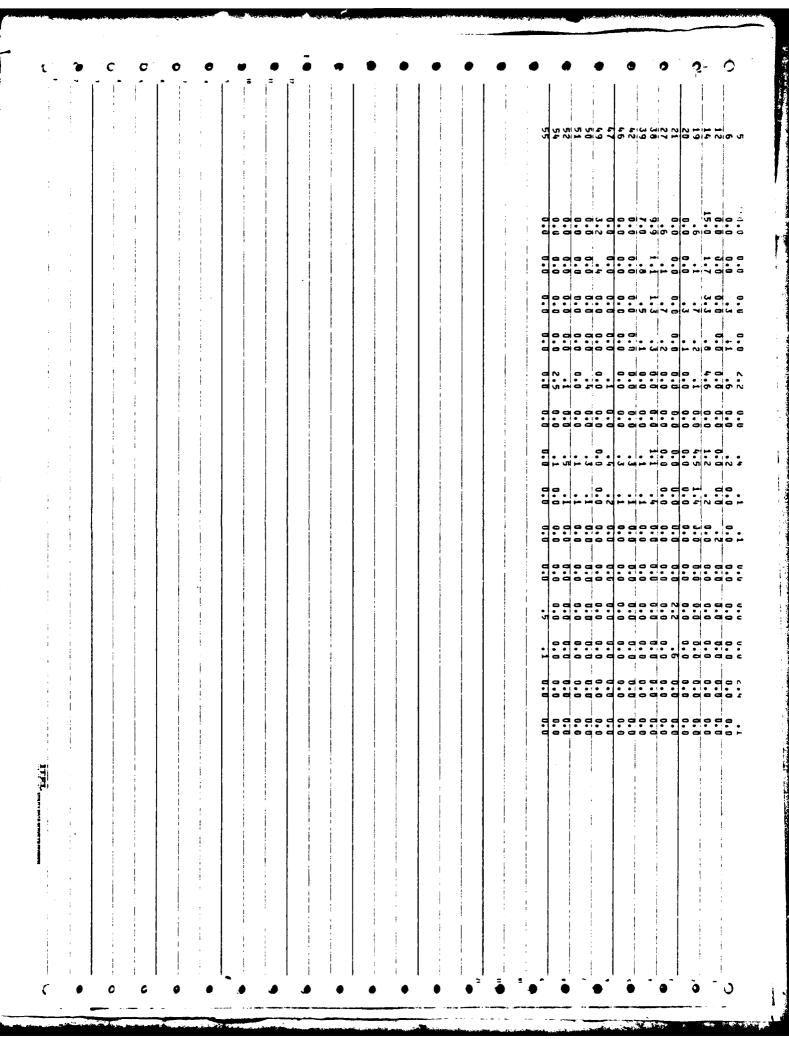
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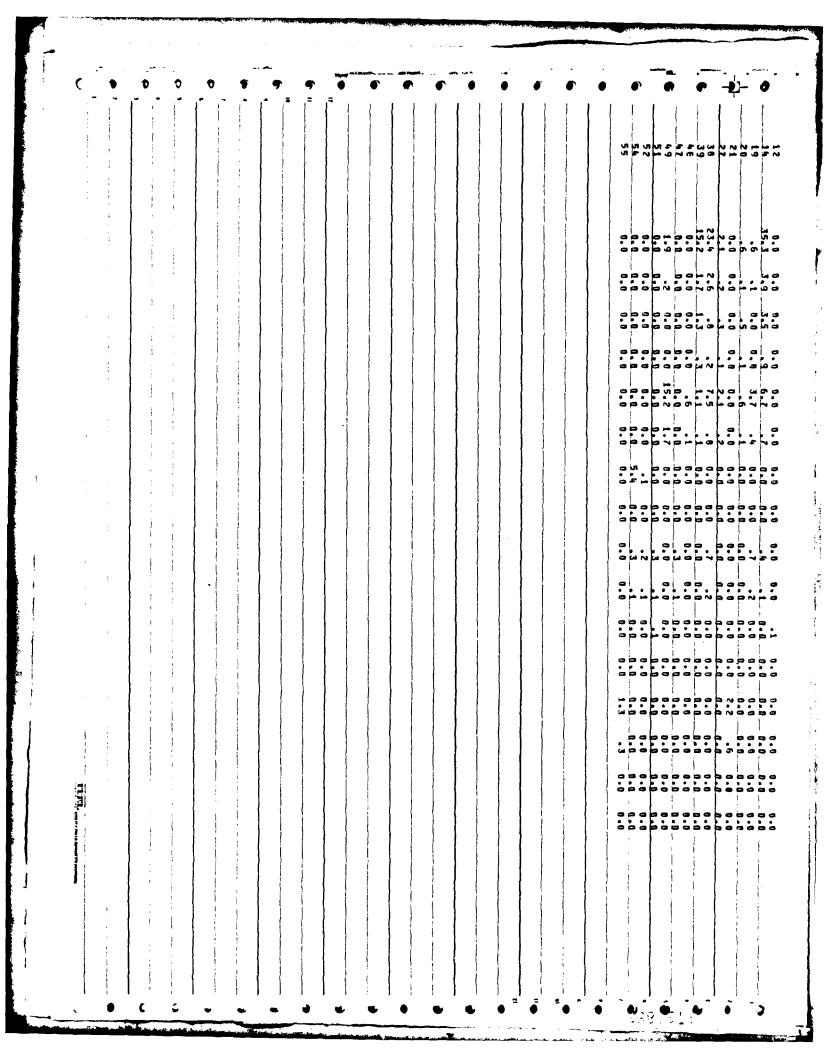
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AVERAGE AMMUNITION EXPENDITURE BY MEAPON TYPE  1	AVERAGE AMMUNITION EXPENDITURE BY MEAPON TYPE  MEAPON TYPE  AMMO 1. ANHO 2  50.4  50.9  7. AB.9  6.9  6.9  7. AB.9  6.9  6.9  7. AB.9  6.9  7. AB.9  6.9  7. AB.9  6.9  7. AB.9  6.9  7. AB.9  7	AVERAGE AMMUNITION EXPENDITURE BY HEAPON TYPE  VEAPON TYPE AMMO 1 AMMO 2  1					
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AVERACE ANHUNITION EXPENDITURE BY HEAPON TYPE  1	AVERAGE ANHUNITION EXPENDITURE BY MEAPON TYPE  WEAPON TYPE  1	AVERAGE AMMUNITION EXPENDITURE BY MEAPON TYPE  NEAPON TYPE AMMO 1 AMMO 2  1 SO.4 O.0 2 SJ.9 O.0 2 SJ.9 O.0 3 J.5 46.9 26.9 J6.5 27.6 O.0 37.7 6.9 23.1 38.7 21.6 39.7 6.9 23.1 39.7 6.9 23.1 39.7 6.9 23.1 39.7 6.9 0.0 41 3.5 0.0 52 2.0 0.0 55 2.0 0.0					-
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AVERAGE AMMUNITION EXPENDITURE BY MEAPON TYPE  NEAPON TYPE  AMMO 1  AMMO 2  AM	AVERAGE AMMUNITION EXPENDITURE BY MEAPON TYPE  NEAPON TYPE AMMO 1 AMMO 2  1 SO.4 0.0  2 S3.9 0.0  7 AB.6 20.0  8 46.9 16.5  13 31.5 44.9  28 9.6 0.0  30 15.5 0.0  40 42.5 0.0  41 35.2 0.0  42 35.5 0.0  43 51.5 0.0  5.9 0.0	AVERAGE AMMUNITION EXPENDITURE BY MEAPON TYPE  WEAPON TYPE  AMMO 1. AMMO 2  1				n c	
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WPM	vailue	NUM. HPNS	LCLAF ANTHE
B TANK	1.000	5.00	5.300
TOW APC			5.067
DRAJUN	-879	5.40	4 • 7 • 7
ATK HEL	1.078 .021	1.15	1.160
INF	•021 •01c	22.95 12.00	•479 •197
LFV	7.017	3.15	7.52A
SITYGEP	<u> </u>	1.00	2.000
DIVACS	2.424	1.00	2.724
	TOTAL FOR	CF VALUE =	27.100
	TOTAL INI	ITIAL FORCE V	ALUE = 39.172
ED Sance Da		TIAL FORCE V	JALUE = 59.172
ED FORCE DA	TA		ICTAL VALUE
	TA		
NPA R TANK BMP	TA VALUE	NUM. HPNS 10.45 18.75	FOTAL VALUE
Я ТАЛК ВМР ВКОМ	7703 • 342 • 757	10.45 18.75	7.372 6.421 1.779
R TANK BMP BRDM MD TAG	773 -773 -342 -757 J-000	NUM. WPNS 10.45 18.75 2.35 2.00	7.372 6.421 1.778 0.300
R TANK BMP BRDM MD 14G 13C AT	.703 .342 .757 J.000	19.45 19.75 2.35 2.00 1.35	7.372 6.421 1.778 0.300
R TAAK BMP BRDM MP - AG 130 AT 2374	-773 -342 -757 J.000 -729	10.45 18.75 2.25 2.35 1.35 3.15	7.372 6.421 1.778 0.300 -284 1.405
R TANK gmp BROM mp rag 135 AT 2377 ARTY	7703 -342 -757 J-000 -707 -446 -000	NIJM. HPNS 10.45 18.75 2.35 2.00 1.35 3.15 31.00	7.372 6.421 1.778 0.000 .784 1.405
R TANK gmp BROM mp rag 130 AT 2377 ARIY 73P2	7703 -342 -757 J.000 -707 -445 -600 -225	NUM. HPNS 10.45 18.75 2.35 2.09 1.35 3.15 31.00 1.90	7.372 6.421 1.778 0.300 .784 1.405 .632
R TANK BMP BROM MD TAG 130 AT 23/1 ARIT	7703 -703 -342 -757 J-000 -707 -445 -025 -225 -013	10.45 18.75 2.35 2.09 1.35 3.15 31.00 1.90	7.372 6.421 1.778 0.309 .784 1.405 .632 .425
R TANK BMP BROM MD TAG 130 AT 23/1 ARIT	7703 -342 -757 J.000 -707 -445 -600 -225	10.45 18.75 2.35 2.09 1.35 3.15 31.00 1.90 17.00 27.00	7.372 6.421 1.778 0.309 .784 1.405 .632 .425
R TAAK BMD GROM MD TAG 130 AT 2371 ARTY 7390 GPATL INF	7703 -372 -757 J.000 -709 -446 -000 -225 -013 -004	10.45 18.75 2.35 2.09 1.35 3.15 31.00 1.90 17.00 27.00	7.372 6.421 1.778 0.309 .784 1.405 .632 .425 .148
R TANK BMP BRDM MD 100 AT 23/1 ARTY 73P0 GPATL INF	-703 -342 -757 J.000 -707 -445 -000 -225 -013 -014 -1419	NUM. WPNS  19.45 18.75 2.09 1.35 3.15 31.00 1.90 17.00 27.00 1.35	7.372 6.421 1.778 0.000 .784 1.405 .632 .425 .188 .163 3.265

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DIVADS (II)	STINGER (13)	1FV (6)	INF, LAW (7)	ARTY (16)	ATK HEL(15)	DRAGON(8)	TOW APC(5)	BTK(i)	
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40,0									HIND (15)
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JOTC = 1	<u>7</u> 1•712		
LUE FORCE (			
		NUM. WPNS	TOTAL VALUE
8 TANK	1.090	5.85	6-850
TOR APC.	1.279	<u></u>	4.196
DRAW UN	-004 -752	5.00 1.35	•126 1015
ARIY	.013	22.95	•299
	4,000	12.00	
[FV	1.167	5.80	6.768
SLINGER	0.000	1.00	2.000
OIVADS	0.000		0.000
	TOTAL FOR	CE VALUE =	19.754
	TO TAL INI	TIAL FORCE V	ALUE = 23.947
ED FURCE 0/		TIAL FORCE V	ALUE = 23.947
ED FARCE OF	ATA		ALUE = 23.947
BPN.	ATA VALUE	NUM HPMS	101AL VALUE
R TANK	•515	NUM HPNS	6.297
R TANK	.575 .151	NUM MPNS 12 • 45 15 2 • 30	6.297 3.571
R TANK AMP BROM MP TAG	.515 .151 .691	NUM MPNS  12 • 45 24 • 15 2 • 30 2 • 00	6.297 3.471 1.589 0.200
R TANK RMP RROM MP JAG		12 • 45 24 • 15 2 • 30 2 • 00 1 • 95	6.297 3.571 1.579 0.100
R TANK HMP HROM MP JAG 100 AT		12 • 45 24 • 15 2 • 30 2 • 00 1 • 95	6.297 3.571 1.589 0.200 .171
R TANK HMP HROM MP JAG 100 AT		12.45 24.75 2.30 2.00 1.95 3.55	6.297 3.471 1.589 0.200 .171 1.545
R TANK AMP BROM MP TAG 100 AT 25/4 ARTY 7329 GRATI		12.45 24.75 2.30 2.00 1.95 3.55 31.00 2.00	6.297 3.471 1.589 0.200 171 1.555 .782
R TANK AMP BROM MP TAG 100 AT 25/4 ARTY 7329 GRATI		12.45 24.75 2.30 2.00 1.95 3.55 31.00 2.00	6.297 3.671 1.589 0.200 171 1.595 .782 0.200
R TANK RMP RROM MP TAG 100 AT 25/4 ARTY 7324 GRATL INE HIND	.575 .151 .691 .3.220 .088 .435 .032 2.022 0.009	12.45 24.75 2.30 2.00 1.95 3.55 31.00 2.00 13.00 13.00 13.00	6.297 3.671 1.589 0.200 171 1.555 .782 0.200 1129 0.200 0.000
R TANK HMP HROM MP CAG 100 AT 25/4 ARTY 7334 GRATL INE HIVO	.575 .151 .691 .3.220 .088 .433 .032 .004 .2.002 0.000	12.45 24.75 2.30 2.00 1.95 3.55 31.00 2.00 13.00 13.00 13.00	6.297 3.471 1.589 0.200 171 1.545 .782 0.200 1129
R TANK HMP HR:)M MP: AAG 100 AT 2374 ARTY 7324 GRATL INE	.575 .151 .691 .3.20 .088 .435 .032 .032 .004 .2.002 0.000	12.45 24.75 2.30 2.00 1.95 3.55 31.00 27.00 15.00 27.00 1.90 CE VALUE =	6.297 3.671 1.589 0.300 .171 1.545 .782 0.300 .129 .129 0.300

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## $\frac{\text{Simulation Results}}{3301\text{D}}$

The following set of simulation results reflect the outcome of the first of the BSID amended option series: inserting only the T72 into the COMCAP II Base Case Scenario. Thus 20 T72 tanks replaced the 20 T62 tanks of the Base Case. All other parameters remaining unchanged.

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## Simulation Results 3301E

The following set of simulation results reflect the outcome of the second of the BSID amended option series: inserting only the XM1 into the COMCAP II Base Case Scenario. Thus, 10 XM1 tanks replaced the 10 M60A3 tanks of the Base Case. 1 other parameters remained unchanged.

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## Simulation Results 3301F

The following set of simulation results reflect the outcome of the third of the BSID amended option series: inserting both the T72 tanks and the XM1 tanks into the COMCAP II Base Case Scenario. Thus, 20 T72 tanks and 10 XM1 tanks replaced 20 T62 and 10 M60A3 tanks, respectively, of the Base Case. All other parameters remained unchanged.

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2 TANK  MATERIAL AT  2376  45 FY  2376  5761  5776	-7.25 -7.25 -7.35 -7.36 -7.36 -7.36 -7.36 -7.36 -7.37 -7.37 -7.37	17.65 27.00 27.00 27.00 1.70 1.70 51.20 20.00 1.70	7.132 7.132 1.372 1.314 1.577 1.301 1.452 1.301 1.452
2 1194 (M. 194 M. 195 M. 195 M. 196 M. 197 M	.725 .725 .737 .739 .739 .741 .235 .015 .777	17.45 27.00 1.75 7.00 1.70 51.20 1.20	7.139 7.139 7.145 1.372 1.316 1.57 1.301 1.501 1.59
2 TANK  MATERIAL AT  2376  45 FY  2376  5761  5776	-7.25 -7.25 -7.35 -7.36 -7.36 -7.36 -7.36 -7.36 -7.37 -7.37 -7.37	17.45 27.00 7.75 7.00 1.30 7.40 31.31 17.90 27.10	7.132 7.132 1.372 1.314 1.577 1.301 1.452 1.301 1.452
2 TANK  MATERIAL AT  2376  45 FY  2376  5761  5776	1744 -725 -735 -735 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -737 -735	10.45 20.00 1.75 5.00 1.70 51.20 1.90 1.90 27.10	7.122 7.122 7.125 1.372 1.315 1.315 1.315 1.301 1.352 1.301 1.300 1.300

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## Simulation Results 3301G G\*

The following two sets of simulation results reflect the outcomes of two variations on the fourth of the BSID amended option series. Both sets include the following insertions into the Base Case. The T72 tanks and the improved Sagger missiles are inserted on the Red side. On the Blue side, the ITV and IFV replace the four TOW-APCs and the six APCs respectively. With these insertions, the variations are as follows. In the G\* simulation, the IFV orders are amended to them fully into play. In the G simulation, the orders are amended to bring only four of IFVs into play. This latter variation, in effect, lowers the number of IFVs in the battle to four instead of six.

	- 1	CLASS 1 CLASS 5 CLASS 1 CLASS 7	DED ALVELLE TARGET CLASSES	AVFPAGE TARGET K	TOTALS	0.0 0.0 0.0	0.0 0.0 0.0 0.0	0.0 0.0 0.0	75 0.0 0.0 0.0	0.0 0.0 0.0	0.0 0.0 .3	3 (3)	CLASS	TOTALS 51.0 17.0, 96.3 26.3, .1 0.0 1.2 .	0.0 0.0 0.0 0.0 0.0 0.0 0.0	.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 .0 .0	1.P .6 .2 .1 0.0 0.0 0.0 0.0 0.0 1.7 1.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0	11.5 1.0 12.8 4.3 0.0 0.0 0.0 0.0	18-0 6-0 22-9 7-0 0-0 0-0	0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.	0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0	0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0	PEN TARGET CLASS & C	AVERACE TARGET	NUMBER OF P
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1FV (6)	INF, LAW (7)	ARTY (16)	ATK HEL(15)	DRAGON(8)	TOW APC(5)	BTK(1)	
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8.3	0.1		0.9	4.3	7.0	5.7	ВмР (3)
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							MP SAG-
0.3				0.1	0.5	0.2	(b) 1000L
0.7			0.7			0.1	23/4
0,1		0.1				0.2	ARIY (16)
0.3						0.1	73RR (10)
							GRAIL (13)
			0.1				57AP
				0.3			Reco

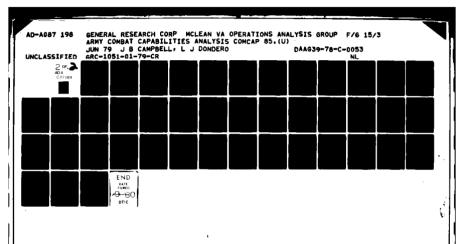
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₩PN 	V * L U E	TUP. WPNT	TOTAL VALUE	
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อสรธิดพา			·	
ATK HEL	1.343	1.40	1.908	
Λ = TY	<b></b> 0.070			
INF	051	12-00	•606	
777	1.774			
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	TOTAL FOR	የር γέςυς = የΓης Γραςς τ	នៃ ខេត្ត នៃក្រុម្ភា ខេត្ត ខេត្ត នៃកុម្ភា	 
PET PRECEDE	TOTAL FOR	CE VALUE = Time FORCE T	TOTAL VALUE	
PEC FORCE DA	7675L 101	**************************************	TOTAL VALUE	
PET PERCENCE WPN POTENT	VALUE	**************************************	TOTAL VALUE	
WPN  FILNE  WPN  FILNE  WPN  FILNE  WPN  FROM  FROM  WPN  FAG	Value	TIME FORCE TO THE	TOTAL VALUE  10.747  10.441  0.000	
PET FORCE OF WPN  PETANE DAM FROM WP CAS 100 AT	Value	11.00 12.85 10.00 12.85 1.00	TOTAL VALUE  10.747  10.747  10.441  0.000  771	
PET POPCE OF WPN  PITANE SMO IRÔM PCAG 100 AT 23/4	Value	11.00 12.85 	TOTAL VALUE  10.707 10.232 7.941 0.00 -771 1.474	
PET FORCE DE WPN  PILNE SMO FROM MP CAG 100 AT 23/4 29TY	VALUE  VALUE  VALUE  1.27  0.27  0.27  0.27  0.26  0.27	TIME FORCE TO 10.00 10.0	TOTAL VALUE  10.767 10.032 7.141 0.000 .721 1.474	
PIT FORCE OF WPN  PITANE DMO IROW WP CAG 100 AT 23/4 1217 73RP	VALUE  VALUE	11.0 10.05 10.05 10.05 10.05 10.00 10.05 10.05 10.05 10.05 10.05	TOTAL VALUE  10.767  10.767  10.222  7.441  0.000  771  4.74	
PTINE  WPN  PTINE  DWO  RED  WP CAG  100 AT  21/4  1PTY  7TP  DAIL	Value  Value  Value  10.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29  1.29	11.00 12.65 2.00 1.05 1.05 1.05 1.00 1.00	TOTAL VALUE  10.707  10.707  10.707  10.707  10.700  .721  4.70  .601  .601  .000	
WPN  P TANE  WPN  P TANE  DAN  FROM  WP CAS  100 AT  23/4  PTRP  TRP  TRAIL  57 AD	VALUE  VALUE	11.0 10.85 11.5 10.85 1.05 51.00 1.5	TOTAL VALUE  10.707 10.032 7.141 0.000 -771 1.474474471	
PTINE  WPN  PTINE  DWO  RED  WP CAG  100 AT  21/4  1PTY  7TP  DAIL	VALUE  VALUE	11.0 10.85 11.5 10.85 1.05 51.00 1.5	TOTAL VALUE  10.707  10.707  10.707  10.707  10.700  .721  4.70  .601  .601  .000	

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ALCONDETION EXPENDITURE BY ALLOCAL TYPE  MARCH 17PE APRIL 1 APRIL 2  3		•									26 1.				ļ	ACO AVERACE ANNUALITON
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MEANON TYPE ANNO L ANNO 2 0.0  1 9.6 0.0  2 10.0 1.0 0.0  3 12.1 0.0  4 12.2 1.0  5 12.1 0.0  6 12.1 0	: : !	52		36.7 38209.8	25 549.3 26 18.6		3 277.0 5 260.6	RED VARIANCE		33.2 541.4	153.6	21	27 42.4	7 667.9 R 16-5	9.6	WEATON TYPE AMM	
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								3811								N_TYPE	

1FV (6)	INF, LAW (7)	ARTY (16)	ATK HEL(15)	DRAGON(8)	TOW APC(5)	BTK(1)	
5.2.1	0.3		\(\frac{1.5}{5}\)	0.5	5.5	3.3	C) PTK
, , , , , , , , , , , , , , , , , , ,	0,1	0.20	0,3	3.1	5.9	5.8	Вир (3)
0,3				0.00	0.3	2.3	Brom (5)
							(4) (4)
0.5	<u>.</u>	0.		0.3	0.3	0.9	100 AT
٧,٠			0,3			0.5	23/4
<u>•</u>		0		<u>••</u>	0,1	0.1	ARTY
0.1					0.1	0.1	73RR (10)
	0.2						GRAIL (13)
٥			0.3				57AD
				0.2		0.1	RPG (7)

G(mod)			
<u> </u>			
)1C =	•5.7ª ————————————————————————————————————		
UE FORCE O	41A		
	<u></u>	지대표 작업되고	IOFA VALUE
TANK	1.000	5.00	5.000
DP4 : ON	1.249	4.55	7.744 5.909
<u> </u>	0.000	22.95	0.300
ILA Ine	-389 4.777	? • 15	9.121
	TOTAL FORC	F VALUE =	31 - 175
· · · · · · · · · · · · · · · · · · ·	TOTAL INIT	IAL FORCE VAL	UE = 49.317
D FURCE DA	T A	<del> </del>	
	•	<u>-</u>	
<u> </u>	<del>v.t.u</del>	<del>in war anile</del>	T-OTAL VALVE
P. TANK	1.012	11.50	11.638
	1.812	11.50 1.43 2.80	11.638 
 당보군색 	1.152	7.80 2.30	3.225
R TANK BHEM 100 AT	1 • 152	7.80 2.38 1.55	3 • 225 3 • 235 
3454 100 AT	1.152	7.80 2.30	3.225
0464 100 AT 2171 AHTY	1.152 0.033 -515 -916	143 2 - 80 2 - 30 1 - 55 2 - 25 31 - 30	3 - 225 3 - 225 9 - 136 - 149 1 - 149 - 508
0464 100 AT 2171 AHTY 70.	1.152 8.058 -515 -616 -216 0.275	1 - 35 2 - 30 2 - 30 1 - 55 3 - 25 31 - 30	3-225 
8464 100 AT 2174 AHTY	1.152 0.033 -515 -916	143 2 - 80 2 - 30 1 - 55 2 - 25 31 - 30	3 - 225 3 - 225 9 - 136 - 149 1 - 149 - 508
HEM AT 100 AT 177 AFTY 177 AFT	.104 1.152 0.008 -515 -016 -016 0.009	1	3.225 3.225 3.130 ./99 1.214 .508 1.114 9.400
HEM AT 100 AT 177 AFTY 177 AFT	1.152 0.000 -515 -000 -916 -200 0.200 -613 -013	1	3.225 9.130 ./99 1.24 .508 1.24 9.00 .114 .342 31.339

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UE FORCE T	Of T A		
2P4	VAI UE	NUM. WENS	TOTAL VALUE
B TANK	1.000	5.15	5.150
TOW APC	3.445	1.05	10.502
DRAGEN	1.413	4.95	6.996
ATK HEL	1.675	1.25	2.093
ARTY INF	-011	22.95	•245 •545
IFV	.045 3.878	3.65	14.155
		CE VALUE =	37.688 ALUE = 59.664
	TOTAL INT		
D FIRCE OF	TOTAL INT		
D FIRCE OF	TOTAL INT		
	IDIAL INI	TIAL FORCE V	TOTAL VALUE
R TANK	10 1AL IN1	TIAL FORCE V	TOTAL VALUE  14.589 12.127
R TANK SMP BROM	10 1AL IN1  VALUE  1.341 .633 .1.098	10.05 17.15 17.65	TOTAL VALUE  14-589 12-127 2-404
R TANK PMP BMP BMP CAG	10 1AL IN1  VALUE  1 .341 .633 1 .638 2 .000	10.05 10.05 10.05 2.00	TOTAL VALUE  14-589 12-127 2-469 0-000
R JANK P JANK PMP MC SAG 10C AT	10 1AL IN1  VALUE  1 . 3A1	10.95 17.15 2.00 1.00	TOTAL VALUE  14.589 12.127 2.409 0.000 2.127
R IANM PHY HERM TO AG 15C AT 2276	10 1AL IN1  VALUE  1.341 .633 1.058 0.000 1.519 .557	10.95 17.15 17.65 2.00 1.00	TOTAL VALUE  14-589 12-127 2-409 0-000 2-127 1-323
R IANM EMP BE/PM PP TAG 150 AT 227A AP TY	10 1AL IN1  VALUE  1 . 341	10.95 19.15 2.00 1.00 3.45 51.00	TOTAL VALUE  14-509 12-127 2-104 0-000 2-127 1-323 -961
R JANK PHINT	10 1AE IN1  VALUE  1.341	10.95 10.95 10.15 2.65 2.00 1.00 3.45 31.00 10.20	107AL VALUE  107AL VALUE  12.127 2.124 0.000 2.127 1.123 .961 .735
R 14NM BMP BMP BMOM MD 74G 13C AT 227A APTY	10 1AE IN1  VALUE  1.341	10.95 19.15 2.00 1.00 3.45 51.00	TOTAL VALUE  14-509 12-127 2-104 0-000 2-127 1-323 -961
R JANK PHINT	10 1AE IN1  VALUE  1.341 .633 1.098 0.000 1.519 .507 .020	10.95 10.95 10.15 2.65 2.00 1.00 3.45 31.00 10.20	TOTAL VALUE  14.589 12.127 2.489 0.000 2.127 1.323961735 0.000
R JANK P HANK PMP HERM HERM HERM HERM HERM HERM HERM HERM	10 1AE IN1  VALUE  1.341	TIAL FORCE V  10.95 17.15 7.65 2.00 1.00 3.45 31.00 2.00 14.20 2.75 27.60	TOTAL VALUE  14-589 12-127 2-469 0.000 2-127 1-323 -961 -735 9-200 -344

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## Simulation Results 3301H, H\*

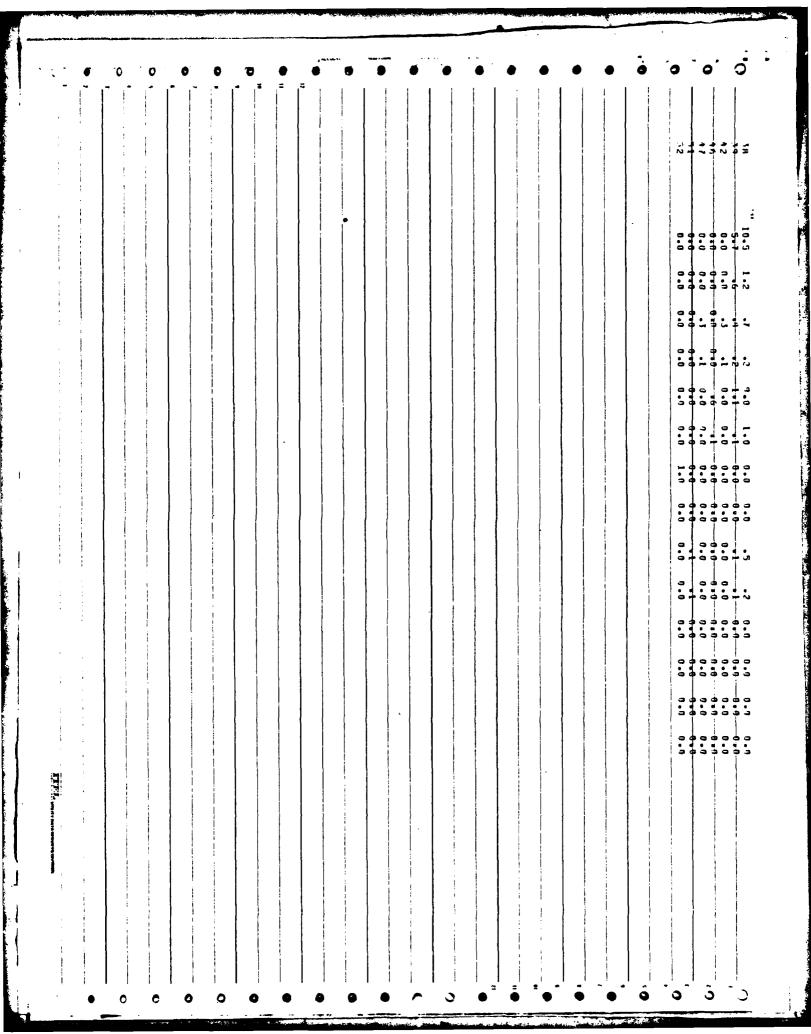
The following two sets of simulation results reflect the outcomes of two variations on the fifth of the BSID amended option series. In 3301H\*, the following insertions are made into the Base Case. On the Blue side, the XM1, ITV, IFV (with orders amended to bring all six into play), and the AAH helicopter, firing Hellfire, replace their counterparts of the COMCAP II Base Case Scenario. On the Red side, the T72, improved Saggers, and the improved ZSU-23/4 replace their counterparts. In 3301H, the changes are the same as those in 3301H\* with the exception that the COBRA helicopter (rather than the AAH) carries the Hellfire.

AVERAGE TARGET KILLS BY MEADIN TYPE  REU TARTET CLASSES  REU TARTET CLASSES  REU TARTET CLASS 1 CLASS 5 CLASS 7 CLASS		) c		3 2	3 3	. 0	•	 	3 T3		 : .	·	· <u>-</u>	; ,	: 3 : 3	. 7	
REGISTATE CLASSES  REGISTATE CLA	T.T. VIII.			) = 				0.0	0		!		0.0		043		:
RED FATER CLASSES  RED FATER CLA				3.0	0.0	7.0	0.0	0.0	3	0.0	9.7	<b>:</b>	<u>.</u>	7.0	0.0	<b>₹</b> .	•
RED TAKEE CLASSES  RED TAKEE CLA		<b>9</b>		0.0	ij.O	•		0.0	0.4					-1-1-	5-2		,
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AND THE PROPERTY AND TH		0.0	-	1.5-		0.0	0.0	0.0	-0.0-	-0.4	500	0.0	0.0	0.0	1.0	t c	•
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AVERAGE TARGET KILLS BY VEAPON TYPE  RED TARTET CLASSES  RED TARTE												3 :	9 0	9 9	0.3	12	
AVERAGE TARGET KILLS BY MEADIN TYPE  REU TARGET CLASSES  CLASS 1 CLASS 1 CLASS 4 CLASS 7 CLASS 7 CLASS 11 CLASS 11 CLASS 11 CLASS 1 CLASS 4 CLASS 7 CLASS 7 CLASS 7 CLASS 11 CLASS 11 CLASS 11 CLASS 11 CLASS 5 CLASS 7 CLASS 7 CLASS 7 CLASS 11 CLASS 11 CLASS 11 CLASS 11 CLASS 7 CLASS 7 CLASS 7 CLASS 11 CLASS 11 CLASS 11 CLASS 11 CLASS 11 CLASS 7 CLASS 7 CLASS 7 CLASS 11 CL												•	9 4 9	4	0.50		-
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PLUS VARIANCE OF ANHUNITION EXPENDITURE HY WEAPON TYPE  WEAPONT TYPE ANHOL ANNO 2  1 15.7 0.0  2 105.7 0.0  3 13.1 0.0  11 247.4 0.0  12 247.4 0.0  13 247.4 0.0  14 247.4 0.0  15 6845.1 0.0  16 6845.1 0.0  17 1552.4 0.0	PLUC VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE	PLUT VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE  WEAPONT TYPE ANNO 1 ANNO 2  1 13.1 10.0  9 13.1 10.0  11 247.4 9.0  11 247.4 9.0  11 247.4 9.0  15 6.8 0.0  15 6.8 0.0  15 6.8 0.0  15 7.4 1.0  16 8.8 0.0  17 15 15 10.0  18 15 10.0  19 10.0  19 10.0  10 10 0.0  10 10 0.0  11 10 0.0  12 10 0.0  13 10 0.0  14 10 0.0  15 10 0.0  16 10 0.0  17 10 0.0  18 10 0	EXPENDITURE BY MEADON TYPE	AMMUNI TE		9 0	
PLUE VARIANCE OF ANHUNITION EXPENDITURE HY WEAPON TYPE  WEAPONT TYPE - ANHO 1 ANHO 2  1 15.7 0.0  2 106.7 0.0  3 13.4 11.0  4 13.1 0.0  5 43.1 0.0  4 1 247.4 0.0  4 1 247.4 0.0  4 1 247.4 0.0  5 4 1552.4 0.0	PLUE VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE	PLUE VARIANCE OF ARMUNITION EXPENDITURE BY MEAPON TYPE					
PLUE VARIANCE OF ANHUNITION EXPENDITURE HE WEAPON TYPE  WEAPON TAPPE ANNO 1 ANNO 2  1 15.7 0.0  2 106.7 0.0  3 13.1 0.0  13 735.1 125.1  15 735.1 125.1  16 735.1 0.0  17 735.1 0.0  18 73.1 0.0  18 73.1 0.0  19 73.1 0.0  10 73.1 0.0  11 247.4 0.0  12 0.0  13 0.0	PLUE VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE	PLUC VARIANCE OF ARMUNITION EXPENDITURE BY WEAPON TYPE		0.0	1552.4	5.0	
PLUS VARIANCE OF ANHUNITION EXPENDITURE HY WEAPON TYPE  WEAPONT TYPE  ANHO 1 ANHO 2  1 13.7 0.0  9 13.7 11.9  11 2011  12 1251  13 0.0  11 201.4 0.0	PLUC VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE  ###################################	PLUS VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE  WEAPON TYPE  ANNO 1  ANNO 2  A		0.0	6.7	ני פי ני ני פי ני	
PLUE VARIANCE OF ANHUNITION EXPENDITURE HY WEAPON TYPE  NEMPONITIVE ANNO 1 ANNO 2  1 15.7 0.0  2 106.7 0.0  3 13.4 11.0  11 75.7 11.0  12 1.3 61.1  13 75.7 125.1  15 75.7 125.1	PLUE VARIANCE OF ANNUNITION EXPENDITURE BY MEAPON TYPE	PLUE VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE		J • 0	247.4	) 1	•
PLUT VARIANCE OF ANMUNITION EXPENDITURE HY WEAPON TYPE  WEAPON TYPE  AMMO 1 ANMO 2  13.7 0.0  2 106.7 0.0  3 13.4 11.9  13 13.4 11.9  13.5 11.3 63.1	PLUS VARIANCE OF AMMUNITION EXPENDITURE BY MEAPON TYPE  AMMO 1 AMMO 2 AMMO 2  1 13.7 0.0  2 106.7 0.0  3 13.1 11.0  13 71.1 11.0  13 71.1 490.0	PLUE VARIANCE OF ANMUNITION EXPENDITURE BY WEAPON TYPE  WEAPON TYPE  AMMO 1 ANMO 2  O 0 0 0  O 106.7 0.0  O 1		0.0	43.1	35 7	•
HEAPON TYPE AMMO 1 AMMO 2  15.7  2  106.7  2  11.0  11.0	PLUE VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE  1 15.7 0.0 2 106.7 0.0 5 71.1	PLUE VARIANCE OF ARMUNITION EXPENDITURE BY MEAPON TYPE  AMMO 1 AMMO 2  AMMO 2 AMMO 2  AMMO 2 AMMO 2  O 106.7 0.0  O 113.1 11.0		61-1	1.3	12	
PLUE VARIANCE OF ANMUNITION EXPENDITURE HY WEAPON TYPE  1 13.7 0.0 2 106.7 0.0	PLUE VARIANCE OF AMMUNITION EXPENDITURE BY MEAPON TYPE  1 13.7 0.0 2 106.7 9.0	PLUC VARIANCE OF AMMUNITION EXPENDITURE BY WEAPON TYPE  AMMO 1 AMMO 2  13-1 0-0  2 106-7 0-0		0.11	13.4	. c.	
NEAPON-TAPE AMMO 1 AMMO 2	PLUC VARIANCE OF ANNUNITION EXPENDITURE BY WEAPON TYPE ANNO 1 ANNO 2	PLUC VARIANCE OF AMMUNITION EXPENDITURE BY MEAPON TYPE		9 - 0 9 - 0	106.7	~ ~	•
			EKPENDITURE BY WEAPON TYPE	ANNUNI TI	ARIANCE 3	A 1 - 100 d w 310	
9.							

				-1	- 1	_	:
IFV	INF, LAW (7)	ARTY (16)	ATK ¥	DRAGON(8)	TOW APC(5)	BTK(1)	
છ	w (7)	Š	HEL(15)	S (8)	۶(۶)	Ξ	
5.2	0.3		1.5	2.0	3.60	6.8	RTK
11.5		o.i.	0.3	2.2	6.9	2.1	8MP
0.7				0,1	0.3	0.8	BRDM (5)
							MP SAG- (4)
0.5		0.1		0.3	0.5	0.8	100AT (9)
°8			0.6			5.7	23/4 (11)
0.1		0,1		On	0.2		ARTY (16)
0.3				0,1	0.1	0.5	73RR (10)
							GRAIL (13)
			0.1	0.3			57AD
					٥٠		(1)

CRATIONS =	: 4		
010 =	•783		
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UL FCPCE D	A T A		
<b>นค</b> ผ	VALUF	NUM. WENS	TOTAL VALUE
BIANK	1.000	5.35	5.350
TOW APC	1.6?1	3.05	3.114
DRAFON	•257	5.55	1.426
ATK PFL	•759 •003	1.15 23.55	275. Ret.
INF	.003	12.00	.090
IFV	1 • 230	1.05	4.181
•••			
	TOTAL FUR	CF VALUE =	15.902
		TIAL FUPCE V	ALUE = 24.680
D FORCE DA	TTA		
O FARCE DA		NUM. JENS	1 CTAL VALUE
	TTA		
R TANK RMO	VALUE .574 .193	NUM. JENS 10.35	1 CTAL VALUE
R TANK BMO BEOM	.574 -193	NUM. JENS 10.25 17.20 2.10	1 CTAL VALUE  . 5.438 3.514 1.598
R TANK BMO BSDM MP 34G	.574 -193 -204 0.000	NUM. JENS 10.25 17.20 2.10 2.00	1 CTAL VALUE  . 5.438 3.514 1.198 0.200
R 14 NK BMO B50 M MP 54G 106 AT	.574 .193 .904 0.030	19.25 17.20 2.10 2.02 1.35	1 CTAL VALUE  . 5.438 3.514 1.98 0.700 . 719
R TANK BMO BSD <sup>M</sup> MP DAG 100 AT 23/4	.574 -193 -904 9.000 -641 -322	10.25 17.20 2.10 2.00 1.35 2.95	5.38 3.514 1.98 0.200 .719
R TANK EMP BEDM MP DAG 100 AT 57/4 APIV	VALUE  .574 .193 .804 0.030 .641 .322 .010	NUM. 4PNS 10.35 17.20 2.10 2.02 1.25 2.95 31.00	538 3-314 198 0700 -719 -751
R TANK BMO BSDM MP SAG 100 AT 0374 APTY TERP	VALUE  .574 .193 .204 0.030 .641 .322 .010 .390	NUM. 4PNS 10.35 17.20 2.10 2.02 1.25 2.95 31.00	5.338 3.514 1.98 0.700 .719
R 14 NK BMO B5D MMD 54G 100 AT 07/4 APTY 73RP 5HAIL	VALUE  .574 .193 .904 0.000 .641 .322 .010 .340 0.001	NUM. JENS  10.25 17.20 2.10 2.02 1.35 2.95 31.00 1.95 15.00	1 CTAL VALUE  . 5.438 3.514 1.198 0.200 .719 .751 .751 .761 2.000
R TANK BMO BSDM MP SAG 100 AT 0374 APTY TERP	VALUE  .574 .193 .204 0.030 .641 .322 .010 .390	NUM. 4PNS 10.35 17.20 2.10 2.02 1.25 2.95 31.00	1 CTAL VALUE
R TANK BMO BROW MP DAG 100 AT DIVA APTY TRP CHAIL 57 AD	VALUE  .574 .193 .904 0.000 .641 .322 .010 .340 0.001	NUM. JPNS  10.35 17.20 2.10 2.02 1.25 2.95 31.00 1.95 15.00 2.80 27.00	1 CTAL VALUE  . 538 3.314 198 0.200 .719 .751 .751 2.766

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3 3 3 3 3 3 4 5 6 6 7 5 6 6 7 5 6 6 7 5 6 6 7 5 6 6 7 5 6 6 7 5 6 6 6 6	19 20 20 20	NUMBERS	TOTALS	93 93 52	2 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	7.20	•	TOTALS	5 2 2 2		NORTH RAD	BLUE WEAPON		
22.3	0.0 0.0 0.0 0.0 .9 0.0 .3 0.2.0 1.0 3.6 1.2 1 0.0 0.0 3 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0	BLUE TARGET CLASSES  SS 1 CLASS 5 CLASS 6 CLASS 7 CLASS 8 CLASS 15  VEH MEN VEH MEN VEH MEN VEH MEN VEH  0.0 0.0 0.0 0.0 3.7 0.0 .7 .1 0.0 0.  1 0.0 0.0 0.0 0.0 3.9 0.0 .7 .1 0.0 0.	.9 .1 1.0 .3  AVERAGE TARGET KILLS BY WEAPON TYPE	0.0 0.0	0.0	1 0.0 .3 0.0 -1 0.0 .1 0.0 0.0 0.0 0.0	12 CLASS	19.9 107.9 31.8 .1 0.0 4.2 1.4 11.5 0.0 5.3 1.3 1.0 .1 6.8	3 1.9 5.0 1.3 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0	0.0 0.0 0.0 0.0 0.0 0.0 0.0 5.9 37.1 9.7 0.0 0.0 0.0 .4 1.2 6.9 2.3 0.0 0.0 0.0 1.2 5.7 19.4 6.0 0.0 0.0 0.0 .8	CLASS 3 CLASS 4 CLASS 5 CLASS 7 CLASS 9 CLASS 10 CLASS  NEN YEH MEN YE	AVERAGE TARGET KILLS BY WEAPON TYPE  RED TARGET CLASSES	SUMMARY OF TREATMENT 3301 01/18/79 NUMBER OF REPLICATIONS 15 H &	
		}	h h											

3 3 7	2.5	29			<b>n</b> 6	•		NUMBERS	RED WEAPON			4.8 5.2	43	30	35	હ <b>1</b> હ	<b>39</b> ·	7	<b>.</b> –			36	: <del>*</del>	- 4 - 6	10	35	<b>s</b> 5	9	1	N -	•	in all of the	BLUE WEAPON			TOTALS	50
17.3	. 0		18.6	,	• 0	2	CLASS					e .	0.0		0.0	 - 0	0.0	-	- :	MEN	CLASS	8.0	13.5	29,1	8.3	59.7	3.5	0.0	0.0	0 c		w, ,	-			28.0	0.0
- i-	0						-					• • •	9	-	0.0		0.0	9	- c	KEH		0 0		2		- 1			0.0	<b>9</b>	H3A	2				9.3	0.0
ا ان	0	س اد	•	3	•		ELASS		BLUE 1/			•	0 0	90	0	• •	0.0				CLASS		22.7	101	29.1	125.5	224.1	0.0	0.0	0 0	MEN	CLASS	RED T			4.1	0.0
	0	<u>.</u>	1.0	3		YE H			TARGET (		Ì	• 0	0.0	0.0	0.0	<b>.</b>	0.0	3 K	- 0			5	:	9.8	3.5	10.3	3 .5	0.0	0.0		NEH	4	TARGET C			2.1	0.0
. u	0	3	10.5	310	3 6	2	CLASS	1	CLASSES	VAR		;										9	0.0	0.0	0.0	0.0	,	0.0	0.0		HEN	CLASS	LASSES	VAI		9.8	0.0
	0		1.2	9		NE E				VARIANCE												0.0	0.0	0	2.0	0.0	9 0	0.0	0.0	9 0		•		ARIANCE		i	000
	3:	0 0 0 3	·	200	٠,	12	CLASS			OF TAR													0.0	9 6	0.0	1.9	) - - -	0.0	0.0	D .	MEN	CLASS		OF TAR		9.1	- · · · ·
٥			ĺ	- [		1			}	TARGET KILLS												0.0	0.0	<b>U</b>	900	2	<u>.</u> -	0.0	0.0			J.		TARGET KI		0.0	0.0
, d	0		•5	0	• •	7	CLASS		1	LLS BY					-								0.0	90	0.0	0.0	30-1	0.0	3.0	5.0	NEW	CLASS		KILLS BY		2.5	
	0	<u>.</u>		3	. <b>:</b>	VE H		ı		WE APON												0.0	0.0	9.0	0.0	0.0	9 0	0.0	0.0			7		MEAP			0.0
0:0	N:		0.0	<b>3</b> 10			CLASS		1	N TYPE												9.0	0.0	2.8		2.7	•	0.0	•5		MEN	CLASS		ON TYPE		2.9	0.0
9 9 9			0.0	3 · 9		7		t		i													0.0		, , ,	2	9	0.0	0.0	0.0		1			ļ :	1.2	0.0
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!	!			1					1													0.0	0.0	0.0	-	0		0.0	0.0			10					
1771	:					:				1					1							0.0	5.0	7.5	-	3.4	7.3	0.0	0.0		MEN	CLASS					!
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																							BLUE		
!	:														S.	5 Å	2 2	<b>3</b> 55	32	2 8	7	-	NEAPGIL		
								•															TYPE		:
															10.0	7.3	19.7	24.5	64.7	16.9	20.8	57.0	VHION EXI		
															0.	9 0	0.0		3.	55.	10.4	0.	AVERAGE AMMUNITION EXPENDITURE BY NEAPCOLITYPE AMMO 1 AMMO 2		
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5.1	7981-1	3726.6 3689.3	3312.4	67.5	122.5	7.3	314.7	100-5	17.6	149.8	260-6	VARIANCE OF	517.7	5808.7	10.9	182.1	110.7	12.6	100-5	19.3	BLUE VARIANCE OF WEAPON TYPE AMMO	
		0.0										OF AMILIATION FEADENDITION			0.0					0.0	OF AMMUNITION EXPENDITURE	
												94									P Y B	
												NEADON TYPE									HEAPON TYPE	
	ſ		:																			
			t :		† † † †	:																

1FV (6)	INF, LAW (7)	ARTY (14)	ATK HEL(15)	DRAGON(8)	TOW APC(5)	BTK(1)	
4,3	6		7,9	0.1	5.7	5.9	R C) R
10.7	5.		1	0.2	0.4	12.0	BMP (3)
0.6					0.3	0.5	BRDM (5)
							MP SAG- (4)
0.7		2		6:3	0.7	0.7	100 AT (9)
0,6			0.5		0.3	0.9	23/4 (11)
				0.2		0.2	ARTY (16)
<u>•</u> -		0.1			1.0	0,_	73RR (10)
	0.3						GRAIL (13)
			0.1	5_			57AD
<u>•</u>							RPG

H*			
ERATIONS =	4 • 4 1 2		
<u>UE FORCE D</u>	ATA		
WPN	VALUE	. VJM. JPNS	TOTAL VALUE
<b>त</b> ादलह	1.090	5 • 35	. 5.350
TOW APE	1 - 321	2 • 95	3.896
DRAGON	.157	5.75	- 75B ,
ATK HEL	-608	23.00	1.131
INF	-005	12.00	.060
IFV -	1.157	4.35	5.033
	TOTAL FOR	CE VALUE =	15.499
	THE JAILT	TIAL - URLE	√4LJE = 24.972
D FUHCE DA	1 A		<u> </u>
WP N		PNS PNS	TOTAL VALUE
RIANK	• 492	10.30	5.066
BMP	-247	17.10	4.231
8404	.946	2 - 30	2.175
0.10	0.000	2 - 00	0.000
MP SAG			200
MP SAG	.729	1 - 35	-784
MP SAG 100 AT 23/4	•729 •276	2 - 85	.787
MP SAG 100 AT 23/4 ARTY	.729 .276 .006	2 • 8 5 31 • 0 0	.787 -189
MP SAG 100 AT 23/4 ARTY 73RR	.729 .276 .006 .145	2 - 85 31 - 00 1 - 95	.787 -189 -292
MP SAG 100 AT 23/4 ARIY 73RR GRAIL	.729 .276 .006 .145	2 · 85 31 · 00 1 · 95 14 · 85	.787 .189 .292
MP SAG 100 AT 23/4 ARTY 73RR	.729 .276 .006 .145	2 - 85 31 - 00 1 - 95	.787 -189 -292
MP SAG 100 AT 23/4 ARTY 73RR GRAIL 57 AD	.729 .276 .006 .145 0.000 0.303	2 • 8 5 31 • 0 0 1 • 9 5 1 4 • 8 5 2 • 9 5	.787 -189 -292 0.330 0.300

INITIAL FORCE RATTO =

1.012

## Simulation Results 3301I

The following set of simulation results reflect the outcome of the sixth of the BSID amended option series. It includes the H\* insertions and an improved SA7. Additionally, it includes two SA9 who travel with the ZSU-23/4.

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	 	200							哥	RED LEAPON			101VE2	5.4	5.2	د د. اه ده		3	بر د ۱	32	-	2	***		101 AL:	*	52	3	314	• •		1.	-	. <del>-</del>	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	NUMBERS NUMBERS				
<b>~</b>	* O	-		0.7	0.0	0	70.2	CLASS					1.9	0.0	0.0		2.0	0.0	• ت د	0.0	0.0	•2	. 2 ~ 2	CLASS	9.39	0.0	0.0	16.0		10.	0.0	13.3	3 (c		HIN.	4	:			
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RLUE AMERICAL EXPENDITURE BY UF APON TYPE  VEATER TYPE AMED. 1. AMED. 2  1. 56-8. 0.0  2. 12. 0.0  2. 12. 0.0  2. 12. 0.0  2. 13. 12. 51. 1  1	RLUE AVERAGE APPUNITION EXPENDITURE BY UF APON TYPE  1. 56-8 0.0 2. 1. 56-8 2. 0.0 2. 1. 1. 55-2 3. 1. 1. 55-3 3. 1. 1. 55-3 3. 1. 1. 55-3 3. 1. 1. 55-3 3. 2. 0.0 3. 3. 2. 0.0 3. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3. 3	51.1 27.5 27.5 7.0 0.0 0.0 0.0	
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RLUE AVERAGE AMMO 1 NAPO 2  1	PILUE ANTRACT AMMUNITION EXPLANDITURE BY WEAPON TYPE  1	51.1 21.5 7.2 7.0 0.0	
PLUE AVERAGE AMMONITON EXPENDITURE BY WEAPON TYPE  1	PILUE AVERAGE AMMUNITION EXPENDITURE BY UFAPON TYPE  1	51.1 21.5 21.5 7.0 0.0	
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A 1989年7月日日 1889年1月

Divads (11)	STINGER (13)	1FV (6)	INF, LAW (7)	ARTY (IG)	ATK HEL(15)	DRAGON(8)	TOW APC(5)	BTK(1)	
		5:3	9.7		21	0.1	3.5	3.5	RTK
		1.3	0.2		0.9	0.6	7.4	3.0	BMP
		0.4				0.1	0.1	0.4,0	BRDM (5)
									MP SAG- (4)
		0.9		0.1			٤.ن٥	2.0	(9)
		0,9			0.4		0.3	0,4	23/4
						0.2	0.1		ARTY
		0.7	6,4			0,5		ø.1 ø.2	73RR (10)
			0,1		0.2				GRAIL (13)
					0.3			S.T	SA9
		<u>•</u>				<u>.</u>			RPG.
					$\sum$	$\sum$			(15)

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ERATIONS			
CTC =	-8 [3		
UE FORCE !	DATA		
WP N	VALUE	NUPL RENS	TOTAL VALUE
B TARK	7.000	5.25	5.250
TOW APC	1.018	3.15	2.508
CRASON	•196	5.50	1.019
ATK PEL	1.025	1.20	1.230
ARTY	•001	23.00	.033
IRF IFV	•U≥U 1.286	12.00	-235 5-338
11.4	1 . 5 0 0		
	TOTAL FOR	CE VALUE =	14.373
D 60565 D		TTAL FORCE	VALUE = 25.287
D FORCE C		NUP. WENS	
WPN	ATA VALUE	NUP. WENS	TCTAL VALUE
	ATA		
R TANK BMP BPD 4	ATA VALUE •552	NUP. WENS	TCTAL VALUE
R TANK BMP BPDM MP SAG	**************************************	NUM. WENS  10.55 17.25 2.45 2.00	FCTAL VALUE  5.323 4.090 1.689 0.000
R TANK R TANK BMP BMP GAG TAN TAN TAN TAN TAN TAN TAN TAN TAN TAN	**************************************	10.55 17.25 2.45 2.00 1.25	5.323 4.090 1.589 0.000
R TANK BMP BPDM MP SAG 100 AT 23/4	**************************************	10.55 17.25 2.45 2.01 1.25 3.00	7 CTAL VALUE  5.823 4.090 1.689 0.000 .562
R TANK BMP BPDM MP SAG 100 AT 23/4 ARTY	VALUE  -552 -237 -771 0.000 -416 -329 -004	10.55 17.25 2.45 2.00 1.25 3.00 31.00	7 CTAL VALUE  5.323 4.090 1.689 0.000 .562 .987 .113
R TANK BMP BPDM MP SAG 100 AT 23/4 ARTY 73RR	**************************************	NUP. WENS  10.55 17.25 2.45 2.00 1.25 3.00 31.00 1.40	5.823 4.090 1.689 0.000 .562 .987 .113
R TANK BMP BPDM MP SAG 100 AT 23/4 ARTY 73RR GRAIL	VALUE  -552 -237 -771 0.000 -416 -329 -004	10.55 17.25 2.45 2.00 1.25 3.00 31.00	7 CTAL VALUE  5.323 4.090 1.689 0.000 .562 .987 .113
R TANK BMP BFDM MP SAG 100 AT 23/4 ARTY 73RR	**************************************	NUP. WENS  10.55 17.25 2.45 2.00 1.35 3.00 31.00 1.40 14.95	5.823 4.090 1.839 0.000 .562 .987 .113 .470
R TANK  BMP BPDM MP SAG 100 AT 23/4  ARTY 73RR GRAIL SA9	**************************************	10.55 17.25 2.45 2.00 1.25 3.00 31.00 1.40 14.95	5.323 4.090 1.689 0.000 .562 .987 .113 .470 .165 .165
R TANK BMP BPDM MP SAG 100 AT 23/4 ARTY 73RR GRAIL SA9	-552 -237 -771 0-000 -416 -229 -004 -336 -011 -074 -004	NUP. WENS  10.55 17.25 2.45 2.00 1.25 3.00 31.00 1.40 14.95 1.75 27.00  CE VALUE =	5.323 4.090 1.689 0.000 .562 .987 .113 .470 .165 .165
TANK BMP BPOM MP SAG 100 AT 23/4 ARIY 73RR GRAIL	VALUE  -552 -237 -771 0.000 -416 -329 -004 -336 -011 -074 -004 TOTAL FOR	NUP. WENS  10.55 17.25 2.45 2.00 1.25 3.00 31.00 1.40 14.95 1.75 27.00  CE VALUE =	FCTAL VALUE  5.823 4.090 1.689 0.000 .562 .987 .113 .470 .165 .165 .119 14.383

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## Simulation Results 3301J

The following set of simulation results reflect the outcome of the seventh of the BSID amended option series. It includes the 3301I insertions and adds two HIND helicopters on the Red side and a DIVADS and a STINGER on the Blue side.

- 7	6 4	Pi Cad			RED WEAPON		TOTALS	34	3.50	4.3	* *		32	3 3	23	<b>~</b> N			TOTALS	•		3 4	-		-	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	4		۰.		NUMBERS			
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- 1		9.0	27
		12.0 60.8	21
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	AMMO 2	AVERAGE AMMUNITION EXPENDITURE BY WEAPON TYPE JAMO 1 AMMO 2	REO
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DivAbs (11)	STINGER (13)	1FV (6)	INF, LAW (7)	ARTY (16)	ATK HEL(15)	DRAGON(8)	TOW APC(5)	BTK(i)	
	33.	0.9	3	0:1	(15) 3.3	(g) 1.4 0.3	(5) 4.3	4,9	RTK ()
		10,3			0.9	0.6	0.1	2.4	ВмР (3)
		0.1				0.1	0.3	0.6	BRPM (5)
									MP SAG- (4)
		24					0,1	0.5	100AT (9)
		0.5			0.60			4.0	23/4 (11)
		0,1		0,1			0.1	0.2	ARTY
		0.1	0.4			0,2		0.1	73RR (10)
			0.1		0.1				GRAIL (13)
					0.1			0.3	5A9
						0,1			RPG RPG
0.1		1.6						0.8	(15)

J			
ITERATIONS =			
ROOTC =	.987		
BLUE FORCE D	ATA		
g P N	VALUE	TONE TENS	TOTAL FALUE
B TANK	1.930	5.35	5.350
TOW APC	1.241	3.05	3.794
DRAGON	-187	5 - 45	1.017
ATK HEL	1.627	1.30	7.115
ARTY	-032	2?•95	.051
INF	-010	12.00	-122
IFV STINGER	1.344	3.90	5.242
DIVADS	₹ 119	1.00	.119
	70711 500		
		CE VALUE =	17.800 ALUE = 27.693
RED FORCE DA	TOTAL INI	CE VALUE =	
RED FORCE DA	TOTAL INI		
	TOTAL INI	TIAL FORCE V	ALUE = 27.693
2PN	TOTAL INI	TIAL FORCE V	ALUE = 27.693
R TANK BUP BROM	TOTAL INI TA VALUE	10.35 17.50 2.55	ALUE = 27.693
R TANK BUP BROM	TOTAL INI  TA  VALUE  -574 -232 -672 U.000	10.35 17.50 2.55	101AL VACUE  5.745 3.730 1.766 0.000
R TANK BUP BROM P JAG 100 AT	TA VALUE  -574 -232 -612 -642	10.35 17.50 2.55 1.35	101AL VALUE  5.745 3.730 1.766 0.000 .220
R TANK BUP BROM MP JAG 100 AT	TA VALUE  -574 -272 -672 0.000 -682 -473	10.35 17.50 2.55 2.00 1.35	101AL VALUE  5.345 3.730 1.766 0.000 .720 1.443
R TANK BUP BROM IP AG 100 AT 25/4 ARTY	TA VALUE  -574 -232 -692 -692 -692 -693 -693 -693	10.35 17.50 2.55 1.35 1.35 31.00	101AL VALUE  5.745 3.730 1.766 0.000 .720 1.443 .326
R TANK BUP BROM IP JAG 100 AT 2374 ARTY 73RR	**************************************	10.35 17.50 2.55 3.00 1.35 31.00	S.745 3.730 1.766 0.000 1.443 .326
R TANK BUP BROM IP AG 100 AT 25/4 ARTY	TA VALUE  -574 -232 -632 -632 -473 -917 -118 -010	10.35 17.50 2.55 1.35 1.35 31.00	101AL VALUE  5.745 3.730 1.766 0.000 .20 1.443 .326 .727 .144
R TANK BUP BROM IP JAG 100 AT 2574 ARTY 73RR GRAIL	**************************************	10.35 17.50 2.55 3.00 1.35 31.00 1.65 14.95	S.745 3.730 1.766 0.000 1.443 .326
R TANK BYP BRDM MP JAG 100 AT 2574 ARTY 73RR GRAIL 5A9	**************************************	10.35 17.50 2.55 2.00 1.35 31.00 1.65 14.95	101AE VACUE  5.745 3.730 1.766 0.000 .720 1.443 .326 .727 .144 .433
R TANK BUP BROM DP JAG 100 AT 2374 ARTY 73RR GRAIL SA9 INF	**************************************	10.35 17.50 2.55 2.00 1.35 31.00 1.65 14.95 27.00	S.345 3.730 1.766 0.000 .220 1.443 .326 .727 .144 .433 .317

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TABLE 4.1
WEV/UEV RESUME BASED ON M60 TANKS

	BASE	<u>D</u>	<u>G</u>	G mod	<u>G*</u>
M60	1.00	1.00	1.00	1.00	1.00
TOW	2.98	3.90	( 3.36	3.31	3.44
DGN	1.63	2.21	( 1.31	1.30	1.41
COBRA	2.11	3.19	1.36	1.29	1.68
ARTY	.01	.00	.00	.00	.01
INF	.07	.20	.05	.05	.05
IFV			1.97	( 3.78	3.88
RTK	.67	( 1.53	.94	1.01	1.34
BMP	.50	.48	( .55	.63	.63
BRDM	1.18	.73	( 1.23	1.15	1.06
M SAG	1.78	. 78	( .00	.00	.00
100 AT	.20	.46	.47	.52	1.52
Q23	. 78	1.37	.45	.38	.56
ARTY	.03	.03	.01	.02	.03
73RR	.26	.40	.34	.54	.37
GRAIL	.00	.03	.00	.00	.00
57 AD	.18	.42	.05	.04	.15
INF	.02	.02	.01	.01	.01
B/R	.855	.785	1.034	1.002	1.019

TABLE 4.2
WEV/UEV RESUME BASED ON XM1 TANKS

	<u>E</u>	<u>F</u>	<u>H</u>	<u> </u>	Ī	<u>J</u>
XM1	1.00	1.00	1.00	1.00	1.00	1.00
TOW	.75	1.50	1.02	1.32	1.02	1.24
DGN	.33	1.30	( .26	.17	.20	.19
ATK HEL	.49	. 98	. 76	.81	1.03	1.63
ARTY	.01	.00	.00	.00	.00	.00
INF	.01	.08	.01	.01	.02	.01
IFV			1.23	1.16	1.29	1.34
ST INGER						.00
DIVADS						.12
RTK	.27	.73	.57	.49	.55	.57
BMP	.17	.29	( .19	.25	. 24	. 20
BRDM	. 74	.50	( .80	.95	.77	.69
M SAG	1.09	.51	( .00	.00	.00	.00
100 AT	.47	.24	.68	.73	.42	.68
Quad 23	.16	.26	. 32	.28	.33	.47
ARTY	.00	.02	.01	.01	.00	.02
73 RR	.05	.13	.39	.15	.34	.20
GRAIL	.00	.01	.00	.00	.01	.01
57 AD	.06	.10	.02	.00		
INF	.00	.01	.00	.00	.00	.00
SA9					.09	.23
HIND						1.34
B/R	.939	.913	1.024	1.042	1.029	. 999